ORDINANCE TO CREATE SECTION 428-7(C)(5) AND SECTION 428-10 OF THE CITY OF WATERTOWN GENERAL ORDINANCES

SPONSOR: MAYOR ROBERT STOCKS FROM: PARK, RECREATION, AND FORESTRY COMMISSION

THE COMMON COUNCIL OF THE CITY OF WATERTOWN DOES ORDAIN AS FOLLOWS:

SECTION 1. Section 428-7(C)(5) of the City of Watertown General Ordinance is hereby created to read as follows:

Section 428-7(C) Exemptions.

(5) The requirement under § 428-7 and 428-8 shall not apply to events held in compliance with Section 428-10.

Section 2. Section 428-10 of the City of Watertown General Ordinance is hereby created to read as follows:

Section 428-10 Bentzin Family Town Square scheduled events.

- A. The Director of Parks, Recreation & Forestry may by October 31 of each year file with the City Clerk a schedule of events to take place in the following year at Bentzin Family Town Square which shall be managed by the City.
- B. The schedule shall include at a minimum the following information for each event:
 - (1) Proposed name of the event.
 - (2) Tentative date.
 - (3) Expected time.
 - (4) A brief description of the type of event or plans for the event.
 - (5) If alcohol is intended to be present for the event.
 - (6) If the closure of South Water Street is expected.
 - (7) If a similar event has previously occurred, an estimate of the number of people who will attend the event.
- C. Details of specific times or substantial changes to the event plan will be submitted to the City Clerk at least two (2) months prior to the event.

SECTION 2. All ordinances or parts of ordinances inconsistent with the provisions of this ordinance are hereby repealed.

SECTION 3. This ordinance shall take effect and be in force the day after its passage and publication.

DATE:	June 18, 2025		July 16, 2025			
READING:	1ST		2ND			A
	YES	NO	YES	NO		
DAVIS					_	
LAMPE						
BOARD						
BARTZ						A
BLANKE						
SMITH						
SCHMID						
WETZEL						
MOLDENHAUER						
MAYOR STOCKS						
TOTAL						

ADOPTED July 16, 2025
CITY CLERK
APPROVED July 16, 2025
MAYOR